

Andrew Yan

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SUMMARY

- Enthusiastic and committed student pursuing an internship opportunity to further refine skills in both Frontend and Backend Development.
- Possesses a solid grasp of Object-Oriented Programming (OOP) principles, with proficiency in Java.
- Proficient in utilising HTML, CSS, JavaScript, TypeScript, and React.js for frontend development.
- Excited to actively contribute to cutting-edge projects, acquire hands-on experience in a corporate setting, and advance as a versatile technologist.

EDUCATION

Bachelor of Computer Science / Media Arts

November 2025

University of New South Wales

- Artificial Intelligence Major in Computer Science
- Primarily interested in Object-Oriented Programming using Java
- VFX and 3D Visualisation streams in Media Arts

ICT50615 - Diploma of Website Development

November 2016

Parkroo International Leadership College

- Practical usage of HTML, CSS, Javascript, React.js, jQuery and Git practices.

ICT50515 - Diploma of Database Design and Development

December 2016

University of New South Wales

- Practical usage of PHP, PhpMyAdmin and MySQL.

VOLUNTEER EXPERIENCE

Java Developer

October 2021 - Present

PotterverseMC

- Updating software based on user and customer feedback.
- Designed resource pack items to accompany plugins to create the full suite.
- Implemented and managed database structures.
- Integrated YAML, TOML and JSON support for flexible software implementation.
- Collaborated with the development team regarding design, management and reviewing of merge requests and taking feedback on board.
- Engaged actively with the DevOps lifecycle.
- Extensively utilised the Apache Maven software project management and comprehension tool.
- Provided maintenance and appropriate testing of bug fixes and changes.

RELEVANT PROJECTS

Relink

<https://github.com/hello-andrew-yan/relink>

February 2024 - Present

Personal Java Plugin

- Incorporated strong refactoring principles from previous iteration of project.
- Implemented database statement security.
- Wrote elaborate user and developer documentation.

hello-andrew-yan.github.io


<https://hello-andrew-yan.github.io/>

February 2024 - Present

Personal Portfolio Website

- Active development of a dynamic and visually appealing portfolio website using React, HTML, and CSS. The website will later serve as a comprehensive showcase of personal projects, skills, and achievements, tailored to highlight professional expertise and career aspirations.
- Utilised react components to modularize and streamline the website's structure, enhancing maintainability and scalability.
- Incorporated custom keyframed animations and transitions to create engaging user interactions and seamless navigation.

No Running in the Hallway

 No Running In The Hallway (Video Game) - 2021 HSC Major Project

February 2021 - August 2021

HSC Major Project

- Designed and implemented a 3D horror game developed using the Unity game engine including all 3D assets as well as artificial intelligence for the game's antagonist.
- Specifically implemented an image recognition system for the antagonist agent to identify the player character in dark environments realistically. Coded in C# and Unity's language library.
- Engaged with the Software Development Lifecycle to implement changes to the game.
- Wrote both portfolios for Software Design and Development and Industrial Technology Multimedia to showcase the development and designing process.